

**WHAT IS CLAIMED IS:**

- 1           1.       A system for implementing a game played by a game participant, comprising:  
2           a ticket having a security feature;  
3           a server operating a game site including a game image; and  
4           a game participant computer capable of accessing the game site over a network, the  
5           game participant entering the security feature at the game participant computer to play the  
6           game, including locating a winning object in the game image using the game participant  
7           computer.
- 1           2.       The system according to claim 1 wherein the game participant computer  
2           further comprises a mouse for locating the winning object in the game image.
- 1           3.       The system according to claim 1 wherein the image includes a coordinate  
2           system for determining the location of the winning object.
- 1           4.       The system according to claim 1, further comprising  
2           an on-line point-of-sale terminal for generating the ticket.
- 1           5.       The system according to claim 4 wherein the on-line point-of-sale terminal is  
2           capable of communicating with the server.
- 1           6.       The system according to claim 1 wherein the network is the Internet.
- 1           7.       The system according to claim 1 wherein the ticket is a scratch ticket.
- 1           8.       A method of implementing a game, comprising:  
2           providing a game site for playing the game;  
3           generating a game image on the game site and a coordinate system to define a  
4           location of a winning object in the game image;  
5           accepting a selection of a location of the winning object in the game image; and  
6           awarding a prize based on the selection of the location of the winning object  
7           compared to a correct location of the winning object in the game image.

- 1 9. The method of claim 8, further comprising  
2 providing a security feature for accessing the game site.
- 1 10. The method of claim 9, further comprising  
2 providing a ticket containing the security feature.
- 1 11. The method of claim 8 wherein the winning object is absent from the game  
2 image.
- 1 12. The method of claim 8, further comprising  
2 generating a pointer in the game image; and  
3 tracking a movement of the pointer in the game image based on a location of the  
4 pointer as defined by the coordinate system.
- 1 13. The method of claim 12, further comprising  
2 accepting the selection for the location of the winning object based on the location of  
3 the pointer in the game image.
- 1 14. The method of claim 12, further comprising  
2 displaying the pointer in the shape of the winning object.
- 1 15. The method of claim 8, further comprising  
2 providing a clue to suggesting the location of the winning object.
- 1 16. The method of claim 15 wherein the clue is provided in the game image.
- 1 17. The method of claim 8 wherein a plurality of selections for the location of the  
2 winning object are accepted.
- 1 18. The method of claim 17 wherein the prize is awarded based a one of the  
2 plurality of possible sections determined to be closest to the correct location of the winning  
3 object.

1           19.     A method of implementing a game played by a game participant, comprising:  
2           providing a game site for playing the game, the game site being accessible to the  
3 game participant over a network;  
4           validating a security feature input at the game site, the security feature being provided  
5 to the game participant to play the game and to prevent an unauthorized access to the game  
6 site; and  
7           generating the game upon validation of the security feature.

1           20.     The method of claim 19, further comprising  
2           providing an on-line point-of-sale terminal for generating a ticket, the ticket  
3 containing the security feature.

1           21.     A system for implementing a game played by a game participant, comprising:  
2           a ticket having a security feature;  
3           a server operating a game site including a game image; and  
4           a game participant computer capable of accessing the game site over a network, the  
5 game participant entering the security feature at the game participant computer to play the  
6 game.

1           22.     The system of claim 20, further comprising an on-line point-of-sale terminal  
2 for generating the ticket.

1           23.     An apparatus comprising a computer-readable medium that stores instructions  
2 for implementing a game played by a game participant, the instructions for causing a  
3 computer to:  
4           provide a game site for playing the game;  
5           generate a game image on the game site and a coordinate system to define a location  
6 of a winning object in the game image;  
7           accept a selection of a location of the winning object in the game image; and  
8           award a prize based on the selection of the location of the winning object compared to  
9 a correct location of the winning object in the game image.

1           24.     The apparatus of claim 23, further comprising instructions for causing a  
2 computer to  
3 provide a security feature for accessing the game site.

1           25.     A system for implementing a game played by a game participant, comprising:  
2 a memory which stores computer instructions; and  
3 a processor that executes the computer instructions to:  
4           provide a game site for playing the game;  
5           generate a game image on the game site and a coordinate system to define a  
6 location of a winning object in the game image;  
7           accept a selection of a location of the winning object in the game image; and  
8           award a prize based on the selection of the location of the winning object  
9 compared to a correct location of the winning object in the game image.

1           26.     The system of claim 25, further comprising instructions to  
2 provide a security feature for accessing the game site.

1           27.     An apparatus comprising a computer-readable medium that stores instructions  
2 for implementing a game played by a game participant, the instructions for causing a  
3 computer to:  
4           provide a game site for playing the game, the game site being accessible to the game  
5 participant over a network;  
6           validate a security feature input at the game site, the security feature being provided  
7 to the game participant to play the game and to prevent an unauthorized access to the game  
8 site; and  
9           generate the game upon validation of the security feature.

1           28.     The apparatus of claim 27 further comprising instructions for causing a  
2 computer to  
3 generate a ticket for providing the security feature.

1           29     A system for implementing a game played by a game participant, comprising:  
2           a memory which stores computer instructions; and  
3           a processor that executes the computer instructions to:  
4           provide a game site for playing the game, the game site being accessible to the game  
5 participant over a network;  
6           validate a security feature input at the game site, the security feature being provided  
7 to the game participant to play the game and to prevent an unauthorized access to the game  
8 site; and  
9           generate the game upon validation of the security feature.

1           30.     The system of claim 29, further comprising  
2           an on-line point-of-sale terminal for generating a ticket, the ticket containing the  
3 security feature.